POCKET CARTOON COURSE

INTERESTING
ENTERTAINING
INSTRUCTIVE

22
COMPLETE
LESSONS



FROM GOODWILL INDUSTRIES, INC.
215 SOUTH SENATE AVENUE
INDIANAPOLIS 25, INDIANA
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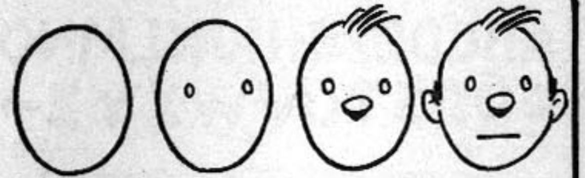
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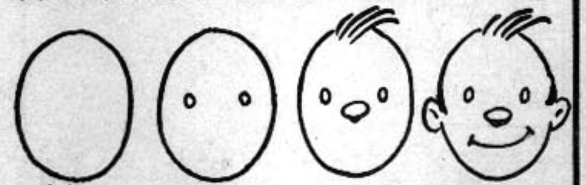
POCKET CARTOON COURSE



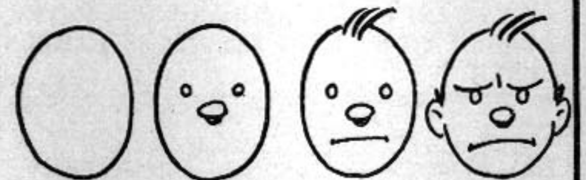
LESSON-1.



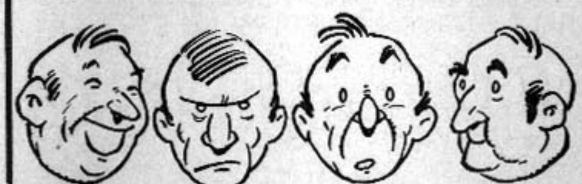
START WITH AN OVAL, ADD EYES, NOSE, EARS, ETC., AND PRESTO, YOU HAVE A FACE. THIS IS THE FRONT VIEW.



YOU CAN MAKE YOUR FACE SMILE BY SIMPLY TURNING THE CORNERS OF THE MOUTH UP!

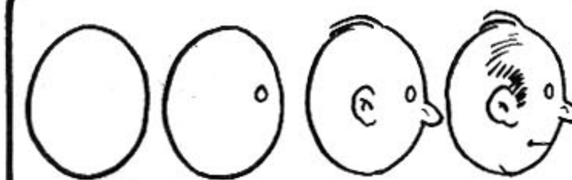


AND THE FROWN IS MADE BY PULLING THE CORNERS OF THE MOUTH DOWN. NOTE HOW THE EYEBROWS HELP!

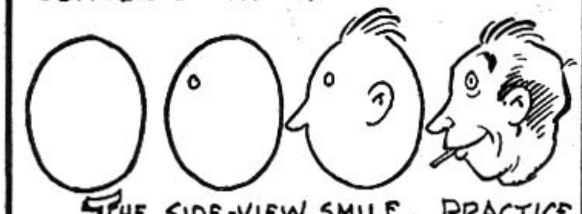


HERE ARE A FEW SAMPLES OF MIXED EXPRESSIONS. STUDY THEM ALL, THEN TRY TO DRAW OTHER OF YOUR OWN. KEEP YOUR DRAWINGS SIMPLE.

LESSON-2.



THIS IS THE SIDE VIEW. NOTICE THAT THE EAR IS ABOUT IN THE CENTER OF THE HEAD.

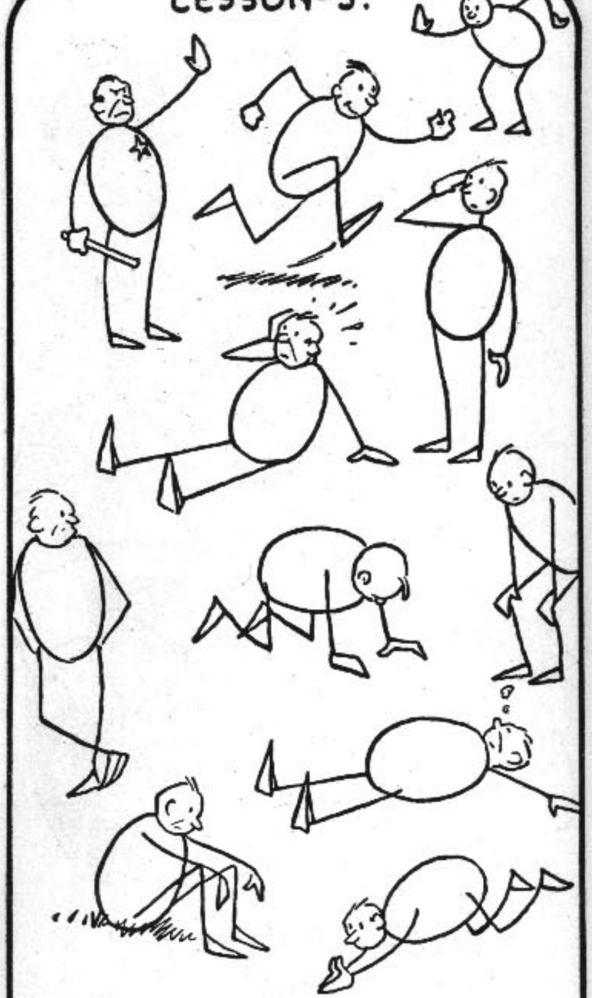


THE SIDE-VIEW SMILE. PRACTICE DRAWING FACES AND YOU'LL SOON LEARN JUST WHAT LINES AND WRINKLES PRODUCE THE SMILES, FROWNS, ETC.



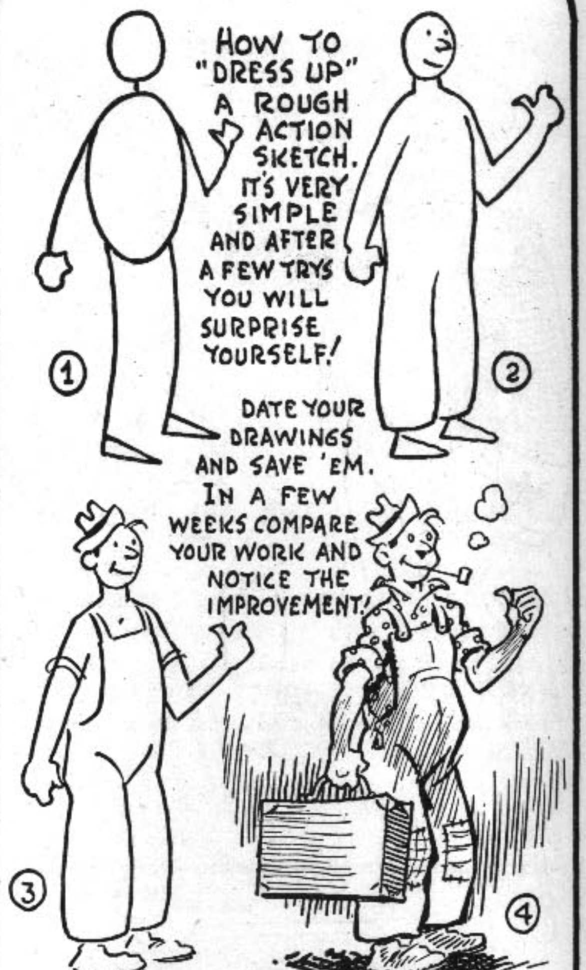
COPY ALL OF THESE FACES AND IN DOING SO USE AS FEW LINES AS POSSIBLE, AND FOR THE BEST RESULTS MAKE EACH OF YOUR SKETCHES ABOUT TWO INCHES HIGH. KNOWING HOW TO DRAW INTERESTING FACES IS VERY IMPORTANT, SO KEEP PRACTICING!

LESSON-3.



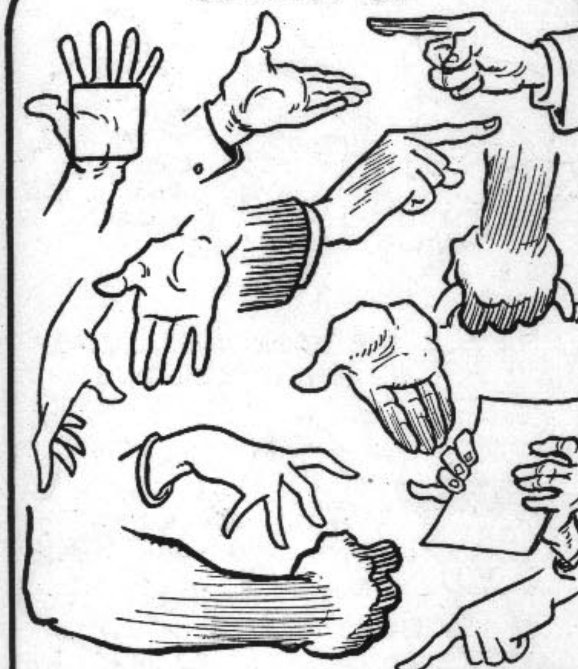
ACTION SKETCHES. DRAW AS MANY OF THESE SMALL FIGURES AS YOU POSSIBLY CAN. HAVE THEM RUNNING, JUMPING, OR IN ANY OTHER POSITION YOU MAY THINK OF. THEY WILL AID YOU IN GETTING EASY, NATURAL ACTION IN YOUR FIGURES.

LESSON-4.



WHEN YOU DRAW THE SMALL, ACTION SKETCHES, DO NOT TRY TO COMPLETE THEM AT FIRST. MERELY TRY TO GET A GOOD SWING TO YOUR FIGURES. AFTER YOU HAVE MASTERED THE ACTION PROBLEM, BEGIN TO "DRESS UP" OR FINISH YOUR SKETCHES IN EASY STAGES, AS SHOWN ABOVE.

LESSON-5.





SHOWING HOW A HAND MAY BE USED IN MAKING A CARTOON.

HANDS ARE VERY IMPORTANT, SO LEARN TO DRAW THEM WELL! IF IT IS POSSIBLE, HAVE SOME ONE POSE FOR YOU. IF NOT, DRAW YOUR OWN HANDS, THE REFLECTION IN A MIRROR WILL TRANSFORM A LEFT HAND TO A RIGHT HAND AND VICE VERSA - TRY IT.

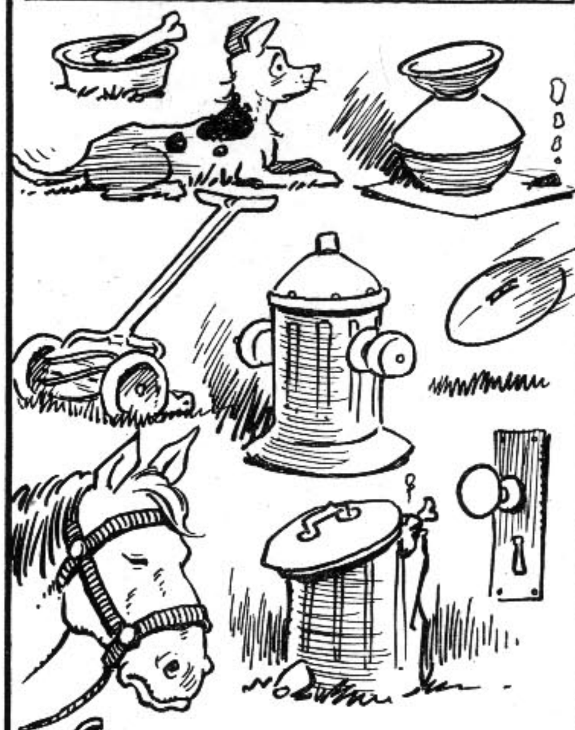
LESSON-6.



SHOES-MAKE THEM FIT THE TYPE OF CHARACTER! PUT NICE SHINEY SHOES ON A BANKER AND WORNOUT, PATCHED BROGANS ON A HOBO. TRY DRAWING YOUR OWN SHOES FOR GOOD PRACTICE.

LESSON-7.
YOUR MORGUE

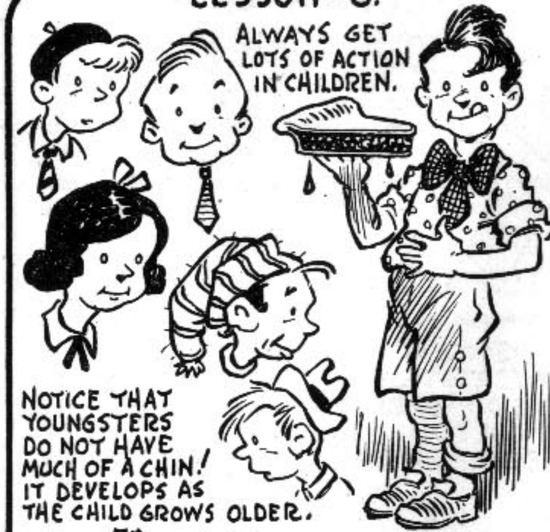
CLIP AND FILE GOOD DRAWINGS OR PHOTOS OF GUNS, BOATS, UNIFORMS, ENGINES, VEHICLES, FURNITURE, SCENERY, ETC. THESE ARE TO BE USED FOR REFERENCE WHEN YOU ARE CALLED UPON TO DRAW SOME SUBJECT WHICH YOU KNOW NOTHING ABOUT.



SKETCHING IS A VERY GOOD HABIT TO DEVELOP. OBTAIN A SMALL, POCKET-SIZE NOTE BOOK AND START SKETCHING ANYTHING AND EVERYTHING. SKETCH ANY OBJECT ABOUT THE HOUSE, ANIMALS, SCENERY, ETC. LEAVE OUT ALL DETAIL AT FIRST. BEGIN NOW-

SKETCH A LITTLE EACH DAY!

LESSON-8.

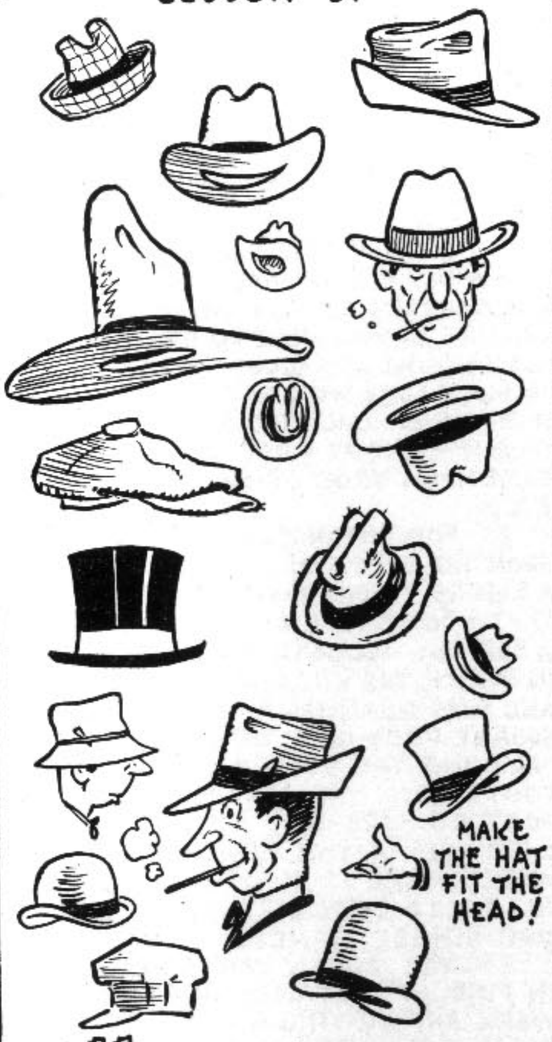


KIDS-LEARN TO DRAW THEM WELL! THEY CAN ADD A LOT OF INTEREST TO ANY CARTOON.



WOMEN-YOU'LL FIND IT PAYS TO MAKE THE WOMEN YOU DRAW AS GOOD LOOKING AS POSSIBLE. ALSO KEEP POSTED ON THE LATEST STYLES AND FASHIONS.

LESSON-9.



HATS - AS YOU WALK ALONG THE STREETS, OBSERVE THE MANY SHAPES AND KINDS OF HATS, AND NOTE THE DIFFERENT ANGLES AT WHICH THEY ARE WORN.

LESSON-10.



CARTOON IDEAS

EVERY CARTOON SHOULD TELL A STORY. IF IT DOESN'T TELL A STORY, IT ISN'T A CARTOON - JUST A DRAWING!

THE IDEA IS BY FAR THE MOST IMPORTANT PART OF ANY CARTOON.

START NOW TO DEVELOP YOUR IDEAS. YOU WILL FIND THAT THE MORE YOU THINK UP, THE EASIER THEY WILL COME!

READ THE DAILY PAPER, AND WHILE DOING SO, PICK OUT A SUBJECT WHICH YOU THINK SHOULD BE CARTOONED. TRY TO THINK OF A SITUATION THAT WILL BRING OUT YOUR THOUGHT. SKETCH YOUR IDEA ROUGHLY ON PAPER 8½ X 11. KEEP ALL OF YOUR IDEA SKETCHES FOR LATER REFERENCE.

CONGRESS, THE ADMINISTRATION AND STATE OR LOCAL GOVERNMENTS ARE FAVORITE CARTOON SUBJECTS.

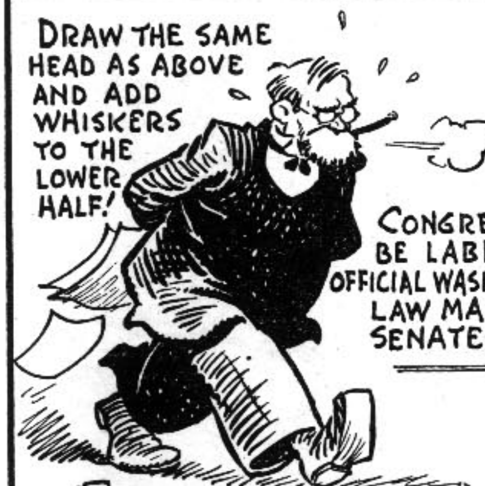
MOTHER'S DAY, LABOR DAY, FOURTH OF JULY, MEMORIAL DAY, CHRISTMAS, NEW YEARS, EASTER, SPRING, VALENTINE'S DAY, TAXES, APRIL FOOL'S DAY, HALLOWE'EN, THANKSGIVING, FLAG DAY, DOG DAYS, JACK FROST, AND NUMEROUS OTHER SPECIAL DAYS AND EVENTS ARE ALWAYS GOOD FOR AT LEAST ONE CARTOON EACH YEAR!

LESSON-11



JOHN Q. PUBLIC MAY ALSO BE LABELED: MR. CONSUMER, TAXPAYER, ETC., AS OCCASION DEMANDS.

DRAW THE SAME HEAD AS ABOVE AND ADD WHISKERS TO THE LOWER HALF!



CONGRESS MAY BE LABELED: OFFICIAL WASHINGTON, LAW MAKERS, SENATE, ETC.

EVERY CARTOONIST HAS HIS OWN VERSION OF CONGRESS. MAYBE YOU CAN ORIGINATE A BETTER ONE!

LESSON-12.



FIG.1.

NOTICE THE HOOK-NOSE, LONG HAIR AND HEAVY EYEBROWS.



FIG.2.

HE IS USUALLY PICTURED IN A HIGH HAT WITH STARS ON THE BAND.



FIG.3.

UNCLE SAM – LEARN TO DRAW THIS OLD GENTLEMAN IN EVERY POSITION, AS YOU WILL FIND OCCASION TO USE HIM IN MANY CARTOONS. MAKE MANY LITTLE RAPID SKETCHES OF HIS HEAD AS SHOWN IN FIG.3 ABOVE. THEY MAY LATER BE FINISHED UP WITH MORE DETAIL AS IN FIGURES 1 AND 2.

LESSON-13.

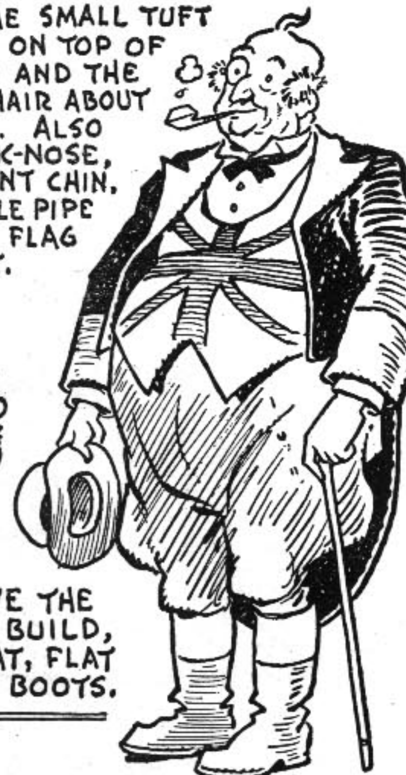


THERE ARE MANY WAYS IN WHICH OUR GOOD OLD UNCLE MAY BE DRESSED. IF YOU PUT A DARK COAT ON HIM, KEEP THE BACKGROUND LIGHT, BUT IF HIS COAT IS LIGHT, A DARK BACKGROUND WILL HELP TO MAKE HIM STAND OUT.

LESSON-14.



NOTE THE SMALL TUFT OF HAIR ON TOP OF THE HEAD AND THE MASS OF HAIR ABOUT THE EARS. ALSO THE HOOK-NOSE, PROMINENT CHIN, INEVITABLE PIPE AND THE FLAG ON VEST.





OBSERVE THE STOCKY BUILD, TAIL COAT, FLAT HAT AND BOOTS.

JOHN BULL, THE CARTOON CHARACTER WHICH REPRESENTS ENGLAND. LIKE UNCLE SAM, THERE ARE ALSO MANY WAYS TO DRESS UP JOHN. ORIGINATE YOUR OWN STYLE.

LESSON-15.



A SMALL SHADOW UNDER A SHOE "GLUES" IT FIRMLY TO THE GROUND!



SHADOW ON STEPS.



A RECLINING FIGURE NEEDS SOME SHADOW TO "HOLD IT DOWN."



SHADOWS MAY BE USED AS THE BASIC THOUGHT FOR A CARTOON!

HARD TO GET AWAY FROM THIS SHADOW.



SHADOWS ARE IMPORTANT. OBSERVE THEM WHENEVER POSSIBLE.

LESSON-16.

ABCDEFGHIJKLMNO
PQRSTUVWXYZ-



CARE SHOULD BE TAKEN ALWAYS TO HAVE THE PERSON WHO ASKS THE QUESTION OR BEGINS THE CONVERSATION AT THE LEFT IN YOUR DRAWINGS, SO THE READER WON'T READ THE WRONG "BALLOON" FIRST.

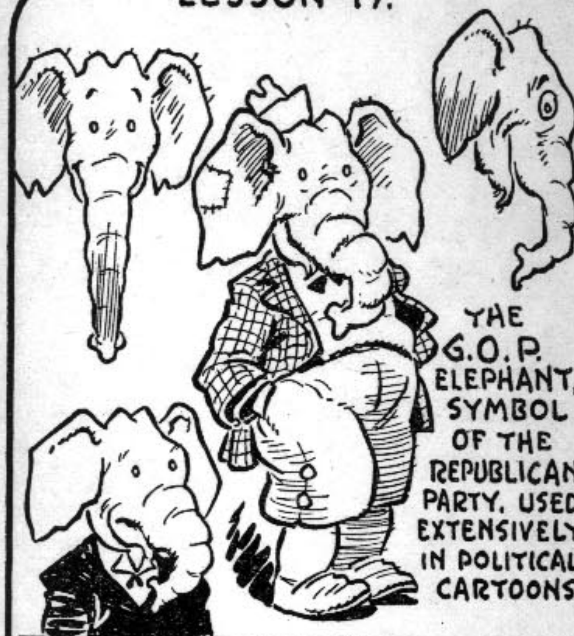
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NOPQRSTUVWXYZ-

ALWAYS RULE PENCIL LINES TO HELP KEEP YOUR LETTERING STRAIGHT.

LETTERING

IS USED IN SOME FORM OR OTHER IN ALMOST EVERY CARTOON AND IT MUST BE PLAIN AND EASY TO READ, SO FOR YOUR OWN GOOD LEARN TO LETTER WELL.

LESSON-17.



THE G.O.P. ELEPHANT, SYMBOL OF THE REPUBLICAN PARTY, USED EXTENSIVELY IN POLITICAL CARTOONS.



THE DEMOCRATIC DONKEY, ANOTHER FAVORITE OF THE POLITICAL CARTOONISTS.

LESSON-18



EVERYONE LOVES A DOG, SO TRY TO GET ONE INTO MANY OF YOUR DRAWINGS.



CATS MAY ALSO BE USED TO GOOD ADVANTAGE, ESPECIALLY IN A HOME OR KITCHEN SCENE.

LESSON-19.



A PIG IS SOMETIMES USED TO DENOTE "WASTE", "GREED", ETC.



REMEMBER A COW IS MILKED FROM THE RIGHT SIDE.



NO BARNYARD SCENE IS COMPLETE WITHOUT A FEW PIGS AND A COW OR TWO.

LESSON-20.



NEVER TRY TO DRAW SOME OBJECT WITH WHICH YOU ARE NOT FAMILIAR, WITHOUT A PHOTOGRAPH OR DRAWING TO GO BY. FOR INSTANCE IF YOU WERE TO DRAW A RAILROAD ENGINE AND FORGET THE SMOKE STACK OR PLACE SOME VITAL PART IN THE WRONG SPOT, EVERY RAILROAD MAN WOULD NOTICE YOUR MISTAKE AT FIRST GLANCE. THE SAME HOLDS TRUE OF SHIPS, AUTOS, PLANES, ETC.

FOR INSTANCE, HORSES ARE MOUNTED FROM THE LEFT SIDE, SO NEVER DRAW A FIGURE MOUNTING FROM THE RIGHT.

SOME TIME AGO, THE AUTHOR SAW A SERIOUS ILLUSTRATION FOR A STORY IN WHICH THE VILLAIN HAD JUST STOLEN AND WAS RUNNING AWAY WITH A ONE SQUARE FOOT CUBE OF GOLD. HE WAS CARRYING THE GOLDEN CUBE LIKE A FOOTBALL. THE JOKE IS THAT A CUBIC FOOT OF PURE GOLD WOULD WEIGH WELL OVER HALF A TON, WHICH OF COURSE WOULD MAKE IT IMPOSSIBLE FOR THE VILLAIN TO EVEN LIFT, LET ALONE CARRY OFF SINGLE HANDED.

THE PUBLIC TAKES GREAT DELIGHT IN FINDING MISTAKES IN AN ARTIST'S WORK AND WRITING HIM ABOUT THEM.

BE SURE YOUR DETAIL IS CORRECT, THEN GO AHEAD.




LESSON-21.
GOOD ACTION ADDS TO THE INTEREST OF ANY DRAWING. NOTICE THE DIFFERENCE IN THE TWO RUNNING FIGURES ABOVE. YOU CAN READILY SEE WHICH ONE IS "GOING PLACES."
STIFF. NO ACTION.
THERE IS NO EXCUSE FOR POOR ACTION. YOU CAN ALWAYS HAVE YOUR FIGURES DOING SOMETHING.
PLENTY OF ACTION.
TAP TAP
THERE IS EVEN ACTION IN A RECLINING FIGURE!
ACTION- ALWAYS GET LOTS OF IT IN YOUR DRAWINGS, STIFF FIGURES LACK APPEAL.


LESSON-22.
FLAT HAT
U.S.N.
NOTE THE CREASE IS ON THE SIDE AND THE CREASE GOES IN, NOT OUT!
U.S. SAILOR, OR "GOB."
K.P. DUTY.
SPUDS
U.S. SOLDIER. "BUCK PRIVATE"
START YOUR DRAWINGS OF SOLDIERS AND SAILORS AS SHOWN IN LESSONS 3 AND 4.


SUCCESS
$
PLEASANT WORK
STRAIGHT AHEAD!
WE HAVE POINTED OUT THE WAY THUS FAR AND HOPE YOU ARE INTERESTED ENOUGH TO CONTINUE THE JOURNEY!
GOOD LUCK!